モンスターメーカー宇宙商人

スペース★トレーダー

Monster Maker: Space★Trader

Instructions

1. Game Overview

You and your Monster Maker friends have journeyed deep into space! Save the universe by bargaining with aliens and defeating monsters from distant stars. But be careful—space adventures are always dangerous!

You may play with 3 to 6 people.

Components:

Character Cards x60 (white “Monster Maker” backs)

Alien Cards x16 (red “Monster Maker” backs)

Treasure Cards x24 (pink “Treasure” backs)

6-sided dice x2

Instruction sheet

(See http://monstermaker.jp/genya/s.htm for a detailed list of cards)

2. Game Setup

First, the players decide which player will be the **Game Master** by using rock-paper-scissors or rolling dice. This player will remain the Game Master until the end of a game. When a game is over, the next player to the right becomes the Game Master and a new game begins. Play until every player has been the Game Master once.

There are three types of cards: **Character Cards, Alien Cards, and Treasure Cards**. By looking at the card backs, divide each type of card into its own stack. Shuffle each stack separately and place them as three decks on the table.

The Game Master deals **Character Cards** to the other players. Please note that the number of Character Cards to be dealt depends on the number of other players. The Game Master will not receive any Character Cards.

[2 players = 8 cards each / 3 players = 6 cards each / 4 players = 5 cards each / 5 players = 4 cards each]

Next, the Game Master draws three **Treasure Cards** and places them face-up in the middle of the play area. The Game Master then draws three **Alien Cards** and looks at them without revealing them to the other players.

The Game Master places one of the drawn Alien Cards in front of each face-up Treasure Card. Two of the Alien Cards will be placed face-down. One of the Alien Cards will be placed face-up, so it is known to all the players.

3. How to Play

Choose the Start Player

Use rock-paper-scissors or dice to determine which of the players will be the **start player**. Each round, the player to the right of the previous start player will become the new start player.

During a round, each player takes one turn. On their turn they may place one or more Character Cards, or they may pass. After each player has taken one turn, the round is over.

(Please note: **Characters** are Character Cards showing a human with 3 colored numbers. Some Character Cards are **items** or **special actions**.)

Play Characters

The first player begins the round by playing a **Character** face-up in the play area below the Treasure they want to take. (They line up their Character Card below the Treasure, not in a stack with the Treasure.)

Players may place more than one Character Card per turn, but they may only place one Character on a **Treasure**. (There is an exception when using Attack, as explained below.)

When playing a Character on a Treasure, the player must **declare which ability** the Character will use to challenge the monster. There are three types of abilities: **Bargain**, **Steal**, and **Attack**. Bargain, Steal, and Attack. The value of each ability is represented by a colored number. Bargain is the green number on the left, Steal is the purple number in the middle, and Attack is the red number on the right.

Two Characters (Roxane and Cassandra) lack the Steal ability. This is represented by a dash (—) where a number would be. A player may not declare an ability their Character lacks when challenging an Alien Card. Please note, a player may still declare an ability if the Character's value is 0.

Abilities

The **Bargain** ability is printed in green for Characters and Aliens.

The **Steal** ability is printed in purple for Characters and Aliens.

The **Attack** ability is printed in red for Characters and Aliens.

Example of Character Abilities:

7 · 3 · 9

Example Alien Abilities:

14 · 10 · 16

Character Lacking an Ability:

5 · — · 6

Alien Lacking an Ability:

— · 12 · 15

Players are not forced to play any Character Cards on their turn. Players may choose to **pass** and save their cards to play later.

You may challenge more than one Treasure during a round, but you may only place one Character on each Treasure. The exception to this rule is when declaring that you will use the **Attack** ability. When using Attack to challenge a Treasure, you may place as many characters as you like from your hand on the Treasure.

When the start player has finished placing out all the Character Cards they want to play, the next player to their left will take their turn. Each player will take a turn **placing Character Cards** on Treasures or **passing**.

You may place a Character on a Treasure after another player has already placed a Character there. However, the first player to place a Character there has the first **priority** to challenge the Treasure. In other words, other players who place a Character on the same Treasure will only have an opportunity to challenge the Treasure if the previous player fails.

Once all players have finished placing Character Cards or passing, resolve any challenges.

Challenges

Resolve **challenges** for each Treasure separately. The order in which Treasure challenges are resolved does not matter.

First, if the Treasure's Alien Card is face-down, turn it face-up to reveal the Alien and the Alien's ability values.

The player will **roll two dice** and **add** their value to the ability they declared for their Character when placing the card. They will compare the total to the Alien's ability of the same kind. For instance, if the player declared Bargain, they will challenge the Alien's Bargain ability.

Please note: **Some Aliens lack the Bargain or Steal ability.** Aliens cannot be challenged with an ability they lack. When an Alien's identity is revealed, if it turns out the Alien lacks the ability declared by the player, the player must choose a different ability for that challenge.

If the player declared the Attack ability and placed two or more Characters on that Treasure, add the total of any Characters that player placed on the Treasure. Add that Attack total to the total value of two rolled dice.

Compare the player's **final ability total** with the Alien's same type of ability. If the player's total is greater than or equal to the Alien's ability value, the player **successfully completed the challenge**. The player gains the Treasure Card. The Alien Card is discarded.

If the player's total is less than the Alien's ability value, the player **fails to complete the challenge**. Leave the Alien and Treasure face-up in the play area.

In the event of a failed challenge, if another player placed a Character on the Treasure, **they may now challenge the Treasure**. If more than one other player placed Characters on the treasure, they may challenge it in order of priority.

Round End

Once all challenges have been resolved, **discard all played Character Cards** in the play area. This includes Character Cards that never had a chance to challenge the Alien (because they were placed on a Treasure where another player had already placed Characters Cards).

If players placed Character Cards on a Treasure but did not successfully complete the challenge, that Treasure Card **remains in the play area**. The face-up Alien Card remains attached to it. This Treasure and Alien will be available to challenge in the next round.

If any Treasures went **unchallenged**, the Game Master gains that Treasure. This is the only time the Game Master can gain a Treasure Card. Move the attached Alien Card to the discard pile.

This completes one round. If players or the Game Master have acquired all the Treasure Cards, the game ends and final scoring will take place. If there are still Treasure Cards left in play or in the Treasure Card deck, begin a new round.

Before beginning the next round, **players each draw 1 new Character Card** from the deck and add it to their hand. (The Game Master does not draw Character Cards.)

The Game Master draws 3 new Treasure Cards and 3 new Monsters and puts them into play as they did before (with the Treasures face-up, 1 Alien face-up, and 2 Aliens face-down). If players failed a challenge in the previous round and there were Treasures left over, there may be 4 or more treasures on the table.

If you run out of Alien Cards, shuffle the discarded Aliens to create a new Alien Card deck.

Begin the next round. The player to the right of the last round's start player becomes the new start player.

4. Bargain Advantage

There are advantages to using your negotiating skills to obtain treasure instead of stealing or fighting.

Priority

If you place a Character on a Treasure where another player has played and you declare the Bargain ability, you will become the first player to challenge that Treasure.

You only take priority over players who declared Steal or Attack. If a previous player declared the Bargain ability, they will have first priority. Subsequent players who declare Bargain will line up behind the first Bargain player (but in front of Steal or Attack players).

Characters Bumped Down by Bargain

Players whose characters lose their position as a result of another player declaring Bargain must immediately choose 1 of the following 3 options:

I. Remain in the same place and lose priority
II. Give up and return any played Character Cards to your hand
III. Move any Character Cards to a different Treasure or Treasures in the play area (At this time, you may declare a different ability unless you moved multiple Characters using Attack to the same Treasure.)

If using option III results in displacing other Characters, repeat the process.

5. Special Character Cards

There are two types of Character Cards. One type represents Characters and another type that **adds to a Character's ability** or takes a **special action**.

These Character Cards that are not Characters are easily recognizable as they do not have the three numbers for the Bargain, Steal, and Attack abilities.

Only one Character may be placed on a Treasure (with an exception made for Attack). However, you may use any number of special Character Cards to provide an advantage on your turn.

Remember: At the end of the round, all Character Cards in the play area will be **discarded**.

Play before challenges:

If a player plays a **SECRET INFORMATION** card, they may secretly examine one of the face-down Alien Cards in the play area.

Play when placing a Character on a Treasure:

GATA3600 II, GOLD, TRASPARENT SHIELD, HACKING, BATTLESHIP, and **BATTLESUIT** each provide a bonus to a Character's Bargain, Steal, or Attack abilities.

Played with a Character OR after a challenge:

If you play **TIME MACHINE** while placing a Character, you may challenge two treasures at once using one Character. You must use the same abilities in both places.

If you play this card after challenges are resolved, you may return one of your Characters to your hand instead of it being discarded.

Played with a Character OR after BLACK HOLE is revealed:

If you play **WARPSHIP** with a character, that Character will be the first to challenge a Treasure. WARPSHIP takes priority over Bargain Advantage. If both WARPSHIP cards are in play at the same time, the one played first has priority.

If you challenge the **BLACK HOLE** (explained in the special Alien section) using a WARPSHIP, you will definitely succeed. If a face-down Alien Card is turned over and reveals the BLACK HOLE, you may immediately play a WARPSHIP if you have it in hand to successfully complete the challenge.

Played just before the roll of the challenge dice:

INFORM raises a Character or Alien's Bargain ability to 50.

(Translator's note: It appears that you can play INFORM to raise any Character's Bargain ability or to harm a player by raising an Alien's Bargain.)

GUARD lowers an Alien's or Character's Bargain and Steal abilities by the amount indicated on the card. Feel free to use it for your character.

Played after another player has successfully completed a challenge

When a **SPACE PIRATE** is issued, the character who won the treasure will immediately challenge the pirate using their Attack ability. If the character is successful, the SPACE PIRATE is discarded. If the character fails the challenge, the SPACE PIRATE has stolen the treasure. The treasure now belongs to the player who played the SPACE PIRATE.

JULIASICA will appear when another player's male character succeeds in the challenge. The treasure automatically belongs to the player who played the card. However, this card is only valid for male characters. She has no effect on female characters.

6. Special Alien Cards

The **Alien from LAWRELL** has different ability values depending on whether she is challenged by a male or female character.

If you successfully complete a challenge against the **Alien from FELLIR** using Fight or Attack, you receive a penalty. When the player takes the Treasure, they also take this Alien Card and keep it in front of them. For the rest of the current game, that player subtracts 1 from the total of any challenge dice roll.

The penalty for the Alien from FELLIR will not apply if you challenge with the Bargain ability, so be careful.

If you challenge a treasure with a **BLACK HOLE**, your Character Cards will be sucked in and the challenge will automatically fail. However, if you play a **WARPSHIP**, you will automatically succeed in the challenge.

7. Scores and game wins and losses

Players add up their **Treasure points** earned from challenges. The number in the top-left corner shows the point value of a Treasure Card.

Some Treasures include an **A**, **B**, **C**, **D**, or **E**. These Treasures will add **bonus points** to the normal score if one of his players collects 3 or more of the same letter. The number of points added is written on the card.

Gain 10 bonus points for collecting 3 matching As, Bs, or Cs.

Gain 7 bonus points for collecting 3 matching Ds or Es. Gain 15 bonus points for collecting 4 matching Ds or Es.

Players add up their score, including any applicable bonus points. This is their score for one game.

The Game Master scores points by automatically acquiring the treasure that the players did not challenge. The total of the points of their Treasure Cards is their score for one game.

Note that a Game Master **does not** get bonus points even if he has a set of Treasures with enough matching letters.

After one game is over, **the role of Game Master is transferred to the next person to the right** and the next game is played.

After each player has had the role of Game Master for a full game, all players add up the totals for **all the games played**. The player with the **highest total score** wins.

Credits

Game Design: Ginichiro Suzuki

Illustrations: Kugatsuhime